

CAMERA SCRIPT

STUDIO: TC3

PROJECT NO. 02247/1524

EPISODE 4 /REMOUNT/

B L A K E ' S   S E V E N

Producer: DAVID MALONEY

Script Editor: CHRIS BOUCHER

"TIME SQUAD"  
By TERRY NATION

\* \* \* \* \*

Directed by  
PENNANT ROBERTS

\* \* \* \* \*

Production Assistant .....	PAULINE SMITHSON
A.F.M. ....	MAGGY CAMPBELL
Floor Assistant .....	BARBARA SIMONIN
Assistant .....	GILL PARTRIDGE
P.U.M. ....	SHEELAGH REES

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TM2 .....	PETER VALENTINE
Sound Supervisor .....	TONY MILLIER
Grams Operator .....	GORDON PHILLIPSON
Vision Mixer .....	JIM STEPHENS
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Designers.....	BOB BERK/ROGER MURRAY-LEACH
Costume Designer .....	BARBARA LANE
Costume Assistant .....	RICHARD CROFT
Make-Up Artist .....	MARIANNE FORD
Visual Effects Designer .....	MAT IRVINE
Graphics Designer .....	BOB BLAGDEN
Property Buyer .....	PAUL WOODS

CREW 10 -  
Senior Cameraman:  
PETER HIDER

\* \* \* \* \*

WEDNESDAY, 21ST DECEMBER 1977

1600 - 1800	Camera Rehearsal with TK- 42(35mm) from 1600
1800 - 1900	DINNER & TK-34 (16mm) from 1630
1900 - 1930	Line-Up
1930 - 2200	<u>TELERECORD</u> - to be VTC/6HT/B 21949/A

VT EDITING

Thursday, 22nd December - 1445-1845 - Suite A

BLAKE'S SEVEN

PROJECT NO. 02247/1524

EPISODE 4 / REMOUNT /

"TIME SQUAD"

Blake .....	GARETH THOMAS
Jenna .....	SALLY KNYVETTE
Avon .....	PAUL DARROW
Cally .....	JAN CHAPPELL
Vila .....	MICHAEL KEATING
Gan .....	DAVID JACKSON
Zen .....	PETER TUDDENHAM

GUARDS:    JOHN ASTON  
             ROY PIERCE  
             PAUL BERRY  
             BARNIE LAWRENCE



## RECORDING ORDER

PAGE	SCENE	SHOTS	CAMS/BOOMS	D/N	CAST
	<u>WEDNESDAY, 21ST DECEMBER 1977 - 1930 - 2200/</u>				
116 ①	44. INT. PARA-NEUTRONIC CONTROL ROOM	1 - 8	2A, 1A, 4A, 3A	DAY	BLAKE AVON VILA CALLY 4 GUARDS
	<u>RECORDING BREAK</u>				
122 ②	47. INT. PARA-NEUTRONIC CONTROL ROOM	9 - 16	2A, 1A, 4A, 3A	DAY	BLAKE AVON VILA CALLY
	<u>RECORDING BREAK</u>				
129 ④	53. INT. PARA-NEUTRONIC CONTROL ROOM  Run on:	17 - 19	1B, 4B, 3B	DAY	BLAKE AVON VILA CALLY
131 ⑤	55. INT. PARA-NEUTRONIC CONTROL ROOM  Run on:	20	1B	DAY	BLAKE AVON VILA CALLY
133 ⑥	57. INT. PARA-NEUTRONIC CONTROL ROOM	21	3B	DAY	BLAKE AVON VILA CALLY
	<u>RECORDING BREAK</u>				
135 ⑦	59. INT. PARA-NEUTRONIC CONTROL ROOM	22 - 25	1B, 4B, 3B 1C	DAY	BLAKE AVON VILA CALLY 4 GUARDS
	<u>RECORDING BREAK</u>				

PAGE	SCENE	SHOTS	CAMS/BOOMS	D/N	CAST
147 <b>(9A)</b>	CLOSING TITLES				
80 <b>(8)</b>	29. INT. LIBERATOR'S FLIGHT DECK ---REC. BREAK---	26 - 36	3C, 1D, 4C	NIGHT	JENNA GAN BLAKE'S V.O.
	<u>RECORDING BREAK</u>				
125 <b>(12)</b>	49. INT. LIBERATOR'S FLIGHT DECK	37 - 40	1D, 4C, 2B (in 1 + 4's loop)	NIGHT	GAN ZEN'S VOICE
	<u>RECORDING BREAK</u>				
141 <b>(13)</b>	64. INT. LIBERATOR'S FLIGHT DECK inc. <u>TELECINE 13X</u> - Planet explosion	41X - 55	3D, 1D, 4C, 4D, 2B	NIGHT	BLAKE JENNA AVON VILA GAN CALLY ZEN'S VOICE
		- b -			



BLAKE'S SEVEN

'TIME SQUAD'

RECORDING ORDER

PAGE	SCENE	SHOTS	CAMS/BOOMS	D/N	CAST
<u>/FIRST EVENING'S RECORDING - THURSDAY, 1ST DECEMBER - 2000-2200/</u>					
23 ①	6. INT. PROJECTILE  Run on:	1 - 24	1A 4A 3A	NIGHT	BLAKE JENNA MORRO ALDEN DUMMY AVON'S V.O.
30 ⑧	7A. INT. PROJECTILE  Run on:	25	1A	NIGHT	BLAKE JENNA MORRO ALDEN DUMMY AVON'S V.O.
32 ⑩	8. INT. PROJECTILE  Run on:	26 - 29	1A 4A 3A	NIGHT	BLAKE JENNA MORRO ALDEN DUMMY
37 ⑪	11. INT. PROJECTILE  Run on:	30	4A	NIGHT	BLAKE JENNA MORRO ALDEN DUMMY
45 ⑫	13. INT. PROJECTILE	31	1A	NIGHT	BLAKE JENNA MORRO ALDEN DUMMY
<u>RECORDING BREAK</u>					
55 ⑬	17. INT. PROJECTILE	32 - 42	1A 4A 3A	NIGHT	BLAKE AVON VILA MORRO ALDEN DUMMY
<u>RECORDING BREAK</u> Visual Effects - RE-DRESS OLD MAN'S COFFIN					



BLAKE'S SEVEN

'TIME SQUAD'

RECORDING ORDER cont.

PAGE	SCENE	SHOTS	CAMS/BOOMS	D/N	CAST
71 (16)	24. INT. PROJECTILE  Run on:	43 - 53	1A 4A 3A	NIGHT	JENNA MORRO DUMMY
74 (18)	26. INT. PROJECTILE  Run on:	54 - 55	1A 3A	NIGHT	JENNA MORRO DUMMY
<u>RECORDING BREAK</u> Note for later - Suggest JENNA becomes dishevelled only for scenes after Scene 46					
107 (19)	40. INT. PROJECTILE  Run on:	56 - 57	4A 3A	NIGHT	JENNA DUMMY
109 (20)	42. INT. PROJECTILE  Run on:	58	3A	NIGHT	JENNA GAN
127 (21)	51. INT. PROJECTILE  Run on:	59 - 60	4A 3A	NIGHT	
(22) 137	61. INT. PROJECTILE  Run on:	61	1A	NIGHT	
<u>RECORDING BREAK</u>					
50 (22)	INT. LIBERATOR'S HOLD COMPOSITE SHOT FOR SCENE 15 (Projectile in Hold)		3B	NIGHT	
52 (23)	16. INT. LIBERATOR'S HOLD	62 - 71	1B (loops of 4 & 3) 1C 4B 3C 2A (under 1's cable) 5A - model	NIGHT	BLAKE JENNA VILA AVON GAN'S V.O.
<u>RECORDING BREAK</u> RECORD TELECINE SEQUENCES AS CONVENIENT FROM HERE ONWARDS (26) - (52)					
70 (53)	23. INT. LIBERATOR'S HOLD  Run on:	72 - 74	6A 3D 2B (in 5's loop)	NIGHT	JENNA
73 (54)	25. INT. LIBERATOR'S HOLD	75 - 77	3D 5B	NIGHT	JENNA
<u>RECORDING BREAK</u>					



BLAKE'S SEVEN

- c -

'TIME SQUAD'RECORDING ORDER cont.

PAGE	SCENE	SHOTS	CAMS/BOOMS	D/N	CAST
75 (55)	27. INT. LIBERATOR'S HOLD	78 - 84	4C 3D 5C 2B	NIGHT	JENNA ALDEN
	<u>RECORDING BREAK</u> SET IN DOOR CHOCKS				
78 (58)	28. INT. DOORSET	85 - 87	4D 3E	NIGHT	JENNA ALDEN
78 (58)	28A. INT. LIBERATOR'S HOLD Run on:	88	5D	NIGHT	JENNA ALDEN
79 (59)	28B. INT. DOORSET	89 - 91	4D 3E	NIGHT	JENNA ALDEN
	<u>RECORDING BREAK</u>				
98 (60)	32. INT. LIBERATOR'S CORRIDOR Run on:	92	5E	NIGHT	JENNA'S POV
100 (61)	34. INT. LIBERATOR'S CORRIDOR Run on:	93	4D	NIGHT	JENNA'S V.O.
101 (62)	35. INT. LIBERATOR'S HOLD Run on:	94	3D (in 5's loop)	NIGHT	JENNA'S V.O.
103 (63)	37. INT. LIBERATOR'S CORRIDOR Run on:	95 - 97	4E 3F 5E	NIGHT	JENNA
104 (64)	38. INT. DOORSET	98	4F	NIGHT	JENNA
	<u>RECORDING BREAK</u>				
105 (65)	39. INT. LIBERATOR'S HOLD Run on:	99 - 104	3G 6B 2C (in 5's loop) 5B 1D - Spark Generator	NIGHT	JENNA
		- c -			



BLAKE'S SEVEN"

'TIME SQUAD'

RECORDING ORDER cont.

PAGE	SCENE	SHOTS	CAMS/BOOMS	D/N	CAST
108 (67)	41. INT. LIBERATOR'S HOLD  Run on:	105 - 106	2C 5B	NIGHT	JENNA'S POV
110 (68)	43. INT. LIBERATOR'S HOLD	107 - 126	4B 3G 3D 3H 2C 6C 6D 5B	NIGHT	JENNA MORRO GAN
	<u>RECORDING BREAK</u>				
117 (71)	45. INT. LIBERATOR'S CORRIDOR  Run on: OR BREAK FOR MAKE-UP	127	4E	NIGHT	JENNA
124 A (72)	48A. INT. LIBERATOR'S CORRIDOR  Run on:	128	4E	NIGHT	JENNA
125 A (73)	50. INT. LIBERATOR'S HOLD  Run on:	129	2C 1D	NIGHT	JENNA
126 (74)	50B. INT. LIBERATOR'S HOLD  Run on:	130	5B		JENNA
128 (75)	52. INT. LIBERATOR'S HOLD  Run on:	131	3D	NIGHT	JENNA
136 (76)	60. INT. LIBERATOR'S HOLD	132	2C 1D	NIGHT	JENNA
	<u>RECORDING BREAK</u>				
139 (77)	63. INT. LIBERATOR'S HOLD	133 - 138	4C 3D 6E 2C	NIGHT	BLAKE JENNA LIME
	<u>RECORDING BREAK</u>				
118 (79)	46. INT. LIBERATOR'S TELEPORT SECTION	139 - 169	6F 6G 4G 4H 2D 2E - in 3's loop 3J	NIGHT	JENNA ALDEN GAN
	<u>END OF FIRST EVENING'S RECORDING</u>				
		- d -			



RECORDING ORDER

PAGE	SCENE	SHOTS	CAMS/BOOMS	D/N	CAST
	<u>/SECOND EVENING'S RECORDING - FRIDAY, 2ND DECEMBER - 1930-2200/</u>				
21 (83)	5. INT. LIBERATOR'S TELEPORT SECTION	170 - 175X	4G 3K 2F	NIGHT	BLAKE JENNA AVON
30 (84)	7. INT. LIBERATOR'S TELEPORT SECTION  Run on:	176 - 178	4G 3K 2F	NIGHT	BLAKE'S V.O. JENNA'S V.O. AVON VILA GAN
31 (85)	7B. INT. LIBERATOR'S TELEPORT SECTION	179 - 181	4G 3K 2F	NIGHT	BLAKE'S V.O. JENNA'S V.O. AVON VILA GAN
64 (86)	21. INT. LIBERATOR'S TELEPORT SECTION	182 - 188X	4G 3K 2F	NIGHT	BLAKE JENNA VILA AVON GAN
	<u>RECORDING BREAK</u>				
97 (88)	31. INT. LIBERATOR'S TELEPORT SECTION  Run on:	189	4J	NIGHT	JENNA
99 (89)	33. INT. LIBERATOR'S TELEPORT SECTION  Run on:	190	3J	NIGHT	JENNA
102 (90)	36. INT. LIBERATOR'S TELEPORT SECTION	191 - 192	4G 2D (in 3's loop)	NIGHT	JENNA
	<u>RECORDING BREAK</u>				
124 (91)	48. INT. LIBERATOR'S TELEPORT SECTION  Run on:	193 - 197	4G 2D 3J	NIGHT	JENNA GAN ALDEN
		- a -			



LAKE'S SEVEN"

'TIME SQUAD'

RECORDING ORDER

PAGE	SCENE	SHOTS	CAMS/BOOMS	D/N	CAST
12 5 A (92)	50A. INT. LIBERATOR'S TELEPORT SECTION  Run on:	198 - 199	4G 2D	NIGHT	GAN
130 (93)	54. INT. LIBERATOR'S TELEPORT SECTION  Run on:	200 - 203	4G 2D 3J	NIGHT	GAN BLAKE'S V.O. ALDEN
132 (94)	56. INT. LIBERATOR'S TELEPORT SECTION  Run on:	204 - 205	4G 3J	NIGHT	GAN ALDEN
134 (95)	58. INT. LIBERATOR'S TELEPORT SECTION	206 - 207	4G 3J	NIGHT	GAN ALDEN
	<u>RECORDING BREAK</u>				
138 (96)	62. INT. LIBERATOR'S TELEPORT SECTION	208X - 211	4G 2D 3J	NIGHT	BLAKE AVON VILA CALLY GAN ALDEN'S BODY
	<u>RECORDING BREAK</u>				
138 21 64	CSO wobblers for: 62. (96) 5. 21. <u>ALL</u> INT. LIBERATOR'S TELEPORT SECTION	208X 175X 188X	4G 3K 2F 5A	NIGHT	BLAKE JENNA VILA AVON GAN CALLY
2 (97)	1. INT. LIBERATOR'S FLIGHT DECK (Runs into Sc.2)	212 - 243	1E 4K 3B 5F 5A (caption + Colour monitor)	NIGHT	JENNA BLAKE VILA AVON GAN ZEN'S VOICE
	<u>RECORDING BREAK</u>				
11 (105)	3. INT. LIBERATOR'S FLIGHT DECK	244 - 252X	1F 4L 3L 5A (blipping light)	NIGHT	BLAKE JENNA ZEN'S VOICE
	<u>RECORDING BREAK</u>				
		- b -			



RECORDING ORDER

PAGE	SCENE	SHOTS	CAMS/BOOMS	D/N	CAST
16 (109)	4. INT. LIBERATOR'S FLIGHT DECK  inc. <u>TELECINE 4X</u> - Projectile comes into view	253 - 262	1F 4L 3L 5A (colour monitor)	NIGHT	BLAKE JENNA AVON VILA GAN ZEN'S VOICE
	<u>RECORDING BREAK</u>				
33 (114)	9. INT. LIBERATOR'S FLIGHT DECK  Run on:	263	4K	NIGHT	AVON VILA GAN
35 (115)	10. INT. LIBERATOR'S FLIGHT DECK  (Projectile floating in space on screen)  Run on:	264 - 269X	4K 3B 5F 5A (colour monitor)	NIGHT	AVON VILA GAN
39 (117)	12. INT. LIBERATOR'S FLIGHT DECK  inc. <u>TELECINE 7X</u> - Projectile moves closer  + <u>TELECINE 8X</u> - Projectile approaches & then starts to turn  Run on:	270 - 273X	4K 3B 5F	NIGHT	AVON VILA GAN
46 (118)	14. INT. LIBERATOR'S FLIGHT DECK  inc. <u>TELECINE 9X</u> - Projectile turns its nose directly into Hold  Run on:	274 - 277	4K 3B	NIGHT	AVON VILA GAN
50 (119)	15. INT. LIBERATOR'S FLIGHT DECK	278 - 283	4K 3B 5F	NIGHT	AVON VILA GAN
	<u>RECORDING BREAK</u>				
		- c -			



RECORDING BREAK

PAGE	SCENE	SHOTS	CAMS/BOOMS	D/N	CAST
61 (121)	20. INT. LIBERATOR'S FLIGHT DECK	284 - 290	4K 3B 5F	NIGHT	BLAKE JENNA AVON VILA  ZEN'S VOICE
	<u>RECORDING BREAK</u>				
68 (123)	22. INT. LIBERATOR'S FLIGHT DECK	291 - 306	1F 4L 3L	NIGHT	JENNA GAN
	<u>RECORDING BREAK</u> SET GUN RACK IN FOR NEXT SCENE ONLY				
80 (125)	29. INT. LIBERATOR'S FLIGHT DECK ---REC. BREAK---	307 - 318	1G 1F 4L 3L	NIGHT	JENNA GAN BLAKE'S V.O.
	<u>RECORDING BREAK</u>				
95 (129)	30. INT. LIBERATOR'S FLIGHT DECK	319 - 322	1E 4M 2G 3L (in 2's loop)	NIGHT	JENNA ZEN'S VOICE
	<u>RECORDING BREAK</u>				
125 (131)	49. INT. LIBERATOR'S FLIGHT DECK	323 - 328	1E 4M 2H	NIGHT	GAN ZEN'S VOICE
	<u>RECORDING BREAK</u>				
141 (132)	64. INT. LIBERATOR'S FLIGHT DECK inc. <u>TELECINE 13X</u> - Planet explosion	329 - 345	1E 4M 3M 2H 5A (colour monitor)	NIGHT	BLAKE JENNA AVON VILA GAN CALLY ZEN'S VOICE
	<u>RECORDING BREAK</u>				
116 (135)	44. INT. PARANEUTRONIC CONTROL ROOM  Run on:	346 - 353	2J 4N 3N 5H	DAY	BLAKE AVON VILA CALLY 4 GUARDS
		- d -			



/2A, 1A, 4A, 3A/

44. INT. PARA-NEUTRONIC CONTROL ROOM. DAY

- 1) 3 A  
AVON & CALLY  
LEAD BLAKE'S  
GROUP IN  
R OF FRAME  
THROUGH OPEN  
DOOR  
(NOT A LARGE  
ROOM BUT WITH  
A GOOD ARRAY  
OF COMPLEX CONTROL  
PANELS AND  
DIALS.
- 2) 2 A  
LOW W/A  
AVON COMES  
TO f/g L  
BLAKE AND HIS  
GROUP USE WHAT  
THEY CAN TO  
BARRICADE THE  
DOOR. THERE IS  
THE SOUND OF  
POUNING AND  
CRASHING FROM  
OUTSIDE, AND  
THE WAIL OF A  
WARNING SIREN  
STARTING UP)
- 3) 4 A  
2-SHOT BLAKE/  
CALLY AS BLAKE  
BOLTS DOOR  
AVON: Vila! /  
BLAKE: Avon. Can you do it? /
- 4) 1 A  
(AVON LOOKS  
AROUND THOUGHTFULLY.  
CHECKS INSTRUMENTS)
- 5) 3 A  
GROUP SHOT -  
GUARDS ARRIVE  
AT DOOR  
AVON: Five minutes. /
- 6) 4 A  
MCU BLAKE  
(BLAKE GLANCES  
AT THE QUAKING  
DOOR)
- 7) 1 A  
MCU AVON  
AVON: Make it two. /
- 8) 4 A  
A/B  
(THE CRASHING ON  
THE DOOR BECOMES  
THUNDEROUS)

-----  
RECORDING BREAK

/2A, 1A, 4A, 3A/

47. INT. PARA-NEUTRONIC CONTROL ROOM. DAY

9) 1 A

MS AVON

(THE POUNDING ON  
THE DOOR IS NOW  
SUSTAINED.  
IT LOOKS AS IF  
IT WILL BREAK  
AT ANY MOMENT.

10) 2 A

AVON: Adjuster. /

W/A

CALLY PASSES  
ADJUSTER

CALLY HELPS  
BLAKE TO MOVE  
A CABINET IN  
FRONT OF IT  
WHILE VILA  
COVERS THE DOOR  
WITH HIS GUN.

AVON IS WORKING  
WITH TOOLS, TO  
REMOVE SECTIONS  
OF ELECTRONICS  
FROM A CONTROL  
PANEL)

BLAKE: That won't hold them  
much longer.

AVON: I've nearly finished.  
Magnetic probe.

(VILA NODS AT  
A SAFETY LEVELS  
DISPLAY, THE  
INDICATOR MOVES  
A FEW DEGREES INTO  
THE RED DANGER  
SECTOR)

11) 4 A

VILA: That's running up into  
the danger level. /

MCU AVON

(1 NEXT)



- 12) 1 A AVON: I have to disconnect the safety circuits otherwise they'll close down the reactors.
- MCU BLAKE -  
REACTION
- 13) 3 A (BLAKE AND CALLY HAVE THE CABINET IN POSITION. IT OFFERS ONLY TEMPORARY PROTECTION.
- GROUP SHOT GUARDS  
FIRE AT DOOR  
R to L
- 14) 2 A IN THE BRIEF MOMENT OF SAFETY, BLAKE TAKES ONE OF THE TRAVEL BRACE-LETS FROM HIS POCKET AND HANDS IT TO CALLY)
- 2-SHOT CALLY/  
BLAKE AT TOOL-KIT
- 15) 4 A BLAKE: Put this on...
- TIGHT 2-SHOT  
FAV. CALLY
- CALLY: What is it?
- 16) 2 A (as BLAKE STANDS) BLAKE: Our way out... put it on!
- W/A CALLY f/g L
- (AS SHE DOES,  
THERE IS A  
TREMENDOUS  
BURST AGAINST  
THE OUTER DOOR)
- SYPHER:  
SOUND BARRAGE

-----  
RECORDING BREAK

1 MOVES TO POS B  
3 MOVES TO POS B  
4 MOVES TO POS B  
-----

(ONTO SCENE 53 - Page 129)



/1B, 4B, 3B/

53. INT. PARA-NEUTRONIC CONTROL ROOM. DAY

- 17) 1 B  
CS ADJUSTER (IT SHOULD BE  
IN HOLE OBVIOUS THAT THE
- 18) 4 B /DOOR CANNOT HOLD  
2-SHOT AVEON/CALLY MUCH LONGER.  
AVON PULLS FREE  
A CIRCUIT PLATE)
- 19) 3 B AVON: (TRIUMPHANTLY) Got it! /  
DEEP 4-SHOT Reaction's building. Nothing can  
VILA/CALLY/ stop the generator now.  
AVON/BLAKE  
(WE SEE THE INDICATOR  
RISE QUICKLY ACROSS  
THE RED SCALE.  
BLAKE SNAPS A  
COMMAND INTO HIS  
WRIST COMMUNICATOR)

BLAKE: We're ready...  
Bring us up.

RUN ON with dialogue/  
to Scene 55

BLAKE: Control! Now...  
Jenna ... Gan! Teleport now!  
Can you hear me?!

(1 NEXT)



5

/1B/

55. INT. PARA-NEUTRONIC CONTROL ROOM. DAY

20) 1 B

4-SHOT CALLY/  
AVON/BLAKE/VILA  
f/g R

(ON THE DANGER INDICATOR,  
ALMOST TO THE LIMIT  
OF THE RED SECTION.

GREAT RUMBLING NOISES  
THAT PRECEDE THE  
PARA-NEUTRONIC EXPLOSION  
MINGLE WITH THE  
BATTERING AT THE DOOR)

AVON: It's going!!  
It's going up!!!

(BLAKE IS YELLING  
INTO HIS COMMUNICATOR)

BLAKE: Teleport! Now...!

RUN ON to Scene 57



/3B/

57. INT. PARA-NEUTRONIC CONTROL ROOM. DAY

21) 3 B

2-SHOT AVON/BLAKE

(THE WARNING INDICATOR  
IS AT MAXIMUM DANGER  
LEVEL. A GLOW OF  
BRIGHT WHITE LIGHT  
STARTS TO FILL THE  
ROOM)

-----  
RECORDING BREAK

-----  
(ONTO SCENE 59 - Page 135)

1C,  
/1B, 4B, 3B/

59. INT. PARA-NEUTRONIC CONTROL ROOM. DAY

22) 4 B

GROUP SHOT, CALLY L f/g  
GUARDS BURST IN  
THROUGH DOOR

(OUR PRINCIPALS START  
TO DEMATERIALISE AT  
PRECISELY THE MOMENT  
THE DOORS BURST OPEN  
AND THE GUARDS SWARM  
IN.

22X) 1 C

4-SHOT VILA/CALLY/  
AVON/BLAKE

INLAY 3B or CSO CLOTH:  
CONTROL ROOM BACKING  
(Lose Principals)

AND AGAIN VIRTUALLY  
AT THE SAME MOMENT,  
THE EXPLOSION BEGINS.

+ 23) 4 B

A/B - GUARDS CONSTERNATION

THE SCENE IS WIPED  
FROM THE SCREEN IN  
THE BRIGHT LIGHT AND  
ROAR OF THE EXPLOSION)

24) 3 B

CS EXPLOSION

25) 1 B

GUARDS FALL ABOUT -  
EXPLOSION f/g

-----  
RECORDING BREAK

1 MOVES TO POS C THEN D (after 22X)  
3 MOVES TO POS C (stays in POS B for 22X)  
4 MOVES TO POS C

-----  
Then do shot 22X) to edit in  
(if no magic box available, start from + 23)

(ONTO SCENE 29 - Page 80 after Recording Closing Titles)



/3C, 1D, 4C/

29. INT. LIBERATOR'S FLIGHT DECK. NIGHT

26) 1 D

COMMUNICATIONS CHAIR f/g L  
JENNA ENTERS FROM  
BEHIND IT -

(JENNA STAGGERS  
IN)

PAN R WITH HER

JENNA: Gan ... One of them ...

(SHE CUTS SHORT  
AND STARES AROUND.

TO HER HORROR  
THE FLIGHT DECK  
IS EMPTY)

27) 3 C

Gan! ..... Gan! /

GAN ENTERS f/g L -

LONG 2-SHOT  
GAN/JENNA

(AN INNER DOOR  
OPENS AND GAN  
APPEARS AT THE  
RUN.

HE CROSSES  
SWIFTLY TO JENNA.

ALL CONCERN.)

28) 4 C

GAN: What is it? What's happened? /

MLS JENNA

PAN L WITH HER TO  
2-SHOT JENNA/GAN  
FAV. GAN

JENNA: One of them attacked me ...  
I tried talking to him ... But I  
couldn't make him understand ... He  
came after me ...

(GAN COMFORTS  
HER)

(1 NEXT)

29) 1 D

MEDIUM 2-SHOT  
GAN/JENNA  
FAV. JENNA

ZOOM IN AS GAN  
CROSSES f/g TO  
TIGHT 2-SHOT  
FAV. JENNA -  
SEE BRUISE

PAN R WITH GAN  
TO GUNRACK

GAN: All right now calm down ...  
You're safe. /

JENNA: But he's still there!

(JENNA CALMS HERSELF)

GAN: Where is he?

JENNA: Still in the hold ... I've  
locked the door ... he was hiding,  
he threw an adjuster -  
practically broke my arm ...

GAN: Let's take a look at it ...

(GAN HELPS JENNA  
PULL HER JACKET  
OVER HER INJURED  
ARM, DURING THE  
FOLLOWING WE  
SEE A VERY ANGRY  
LOOKING BRUISE)

JENNA: I tried to call you but  
he'd smashed the communicator.  
Then he rushed me ...

GAN: He was probably frightened.

JENNA: He didn't look frightened.  
Just murderous.

30) 4 C

CMS GAN

(GAN CROSSES TO  
A LOCKER AND LIFTS  
OUT WHAT IS IN  
EFFECTS A SPACE AGE  
FIRST AID KIT)



31) 1 D GAN: He's been dead for centuries.  
 TIGHT DEEP 2-SHOT Then waking up in a strange place  
 JENNA/GAN with no idea of what's happened  
 FAV. GAN or why ...

**HEAD TURN FOR EDIT**

---REC. BREAK---  
 32) 4 C JENNA: Could be confused, I  
 TIGHT DEEP 2-SHOT suppose. / And we don't know what  
 JENNA/GAN FAV. mental damage might be done by  
 JENNA'S BRUISE long term cryogenic suspension.

(GAN GIVES HIS  
 ATTENTION TO  
 JENNA'S UPPER  
 ARM. TAKING  
 A PIECE OF  
 EQUIPMENT FROM  
 THE BOX, A PAD  
 WITH SOME CONTROLS,  
 HE PRESSES IT  
 AGAINST THE BRUISED  
 AREA ON HER ARM.

SWITCHED ON, THE  
 PAN GIVES OFF A  
 SOUND, WHEN GAN  
 REMOVES IT A FEW  
 MOMENTS LATER, NO  
 TRACE OF THE BRUISE  
 REMAINS)

33) 1 D Thanks ... /

MCU GAN

ZOOM OUT AS  
 HE GOES TO  
 DEEP 2-SHOT  
 JENNA/GAN

THEY SCISSORS

(GAN STRAPS ON  
 HIS BELT AND GUN)

GAN: You stay here. I'll go down  
and see if I can sort him out.

(GAN STARTS  
 FOR THE DOOR)

34) 4 C JENNA: Gan! / Be careful.

DEEP 2-SHOT GAN/  
JENNA FAV. GAN  
PAN L WITH JENNA  
AS SHE CROSSES f/g

(GAN NODS AND  
EXITS.

35) 3 C JENNA BECOMES  
MORE RELAXED. /

W/A FAV. JENNA  
SHE CROSSES TO  
ANSWER BLEEP

HER ATTENTION  
IS TAKEN BY A BLEEP  
FROM THE DESK.

**SYMPHER:**  
**BLEEP**

SHE PRESSES A  
BUTTON)

Jenna.

36) 1 D BLAKE: (V.O.) Blake. We haven't  
made contact with the rebels yet.  
We're moving. Reference three,  
three, four, zero. / I'll call in  
again when we get there.

MS JENNA  
SLOW ZOOM IN  
TO MCU

JENNA: Right.

BLAKE: (V.O.) Anything happening  
with the crew of the projectile?

JENNA: One of them ...

(DECIDES NOT  
TO BOTHER HIM)

They're recovering. Everything  
is under control.

-----  
RECORDING BREAK

2 MOVES TO POS B  
(in 1 + 4's loop)



/1D, 4C, 2B (in 1 + 4's loop)/

Molto Vivato

49. INT. LIBERATOR'S FLIGHT DECK. NIGHT

37) 2 B

W/A FAV. ENTRANCE -  
GAN TUMBLES DOWN STAIRS

(GAN STANDS SWAYING  
IN THE DOORWAY.

THEN FAVOUR THE  
"BLACK BOX". ZEN'S  
VISUAL ACTIVATES)

Q TAPE

38) 1 D

CS BLACK BOX-  
TILT UP & ZOOM OUT  
TO CS FACE OF ZEN

ZEN: Olag Gan. Basic decoding of  
projectile's auto log is now complete./

Occupants are identified as  
programmed guardians conditioned to  
eliminate any life form/defined as

39) 2 B

CMS GAN -  
ZOOM IN TO MCU

a threat to the brood units and  
genetic banks contained in the  
rear section of the projectile.

Liberator crew are so defined and  
will be attacked./ There are four

40) 4 C

W/A AS GAN  
MOVES R TO  
STAIRS

guardians, repeat, four guardians ...

GAN: There's another ... Jenna ...

(HE TURNS)

-----  
RECORDING BREAK

3 MOVES TO POS D

-----  
(ONTO SCENE 64 - Page 141)

NOTE: RECORD INLAY  
SHOTS FIRST

/3D, 1D, 4C, 4D, 2B/

Allegretto

64. INT. LIBERATOR'S FLIGHT DECK. NIGHT

41X) 3 D  
W/A VILA/  
BLAKE/CALLY/GAN  
+ ZEN'S VISUAL UP R

INLAY:

4D - Colour Monitor  
with 35mm -  
TELECINE 13X

(THE WHOLE CREW (WHICH  
NOW INCLUDES CALLY)  
ARE STARING AT THE  
BIG SCREEN

41) 4 C  
MCU JENNA

GAN IS STILL LOOKING  
THE WORSE FOR **WEAR**)

42) 2 B  
2-SHOT BLAKE/CALLY

42X) 1 D  
CS ZEN'S VISUAL

INLAY:

4D - Colour Monitor  
with 35mm -  
TELECINE 13X

43) 3 D  
HIGH 3-SHOT  
VILA/BLAKE/CALLY

(onto to page 143)



64. CONT.

BLAKE: That should give them problems for a while.

(CALLY LOOKS GRATEFULLY  
AT BLAKE. SHE TELEPATHS)

Q TAPE

CALLY: (V.O.) You have my thanks.

44) 4 C BLAKE: Pleasure./ Do you wish  
2-SHOT BLAKE/  
CALLY to return to Auron?

45) 3 D CALLY: I cannot return to my people./  
CU CALLY I have failed.

BLAKE: Then stay with us.

46) 2 B CALLY: Thank you./  
CU BLAKE

47) 4 C (JENNA INTERRUPTING  
WHAT LOOKS TO HER  
LIKE A TENDER MOMENT)  
LOW 4-SHOT JENNA/  
BLAKE/CALLY/AVON

JENNA: What are we going to do about the projectile?

48) 2 B BLAKE: We'll dump it in deep space./  
CU JENNA

49) 1 D JENNA: Thanks a lot. /  
LOW 4-SHOT GAN/  
AVON/BLAKE/CALLY  
ZOOM IN TO  
MS AVON

GAN: That doesn't seem right.  
That's murder.

AVON: Would you prefer to hook it back into the power system? You heard Zen. A single cell from those genetic banks can be incubated into a full-grown adult in one point six minutes. /

50) 4 C  
MS VILA

51) 3 D VILA: We could be up to our armpits in homicidal maniacs within the hour./

HIGH 3-SHOT  
VILA/BLAKE/CALLY

BLAKE: Maybe that's why Zen was unco-operative.

(2 NEXT)

52) 2 B JENNA: Seems to me it should  
 MCU JENNA have taught us something./  
 (LOOKS AT CALLY) Something  
 53) 3 D about the wisdom of bringing  
 MCU CALLY aliens on board.../

54) 2 B BLAKE: Seven of us can run  
 A/B this ship properly./

VILA: Six surely?

55) 4 C BLAKE: You forgot Zen./

HIGH 3-SHOT  
 BLAKE/CALLY/  
 AVON f/g R

AVON: You count that machine  
as a member of the crew?

BLAKE COMES  
 TO 2-SHOT  
 BLAKE/AVON

BLAKE: What do you say to  
that Zen?

HOLD ON AVON  
 AS BLAKE  
 CROSSES f/g

Q TAPE

ZEN: Please state course  
and speed.

BLAKE: Very diplomatic. Set a  
course for the planet Centro.  
Speed standard by two.

Q TAPE

ZEN: Confirmed.

-----  
RECORDING BREAK

SUMMARY OF INLAY SHOTS:  
 to be recorded BEFORE Main Scene:  
 41X) & 42X)

-----  
END OF RECORDING